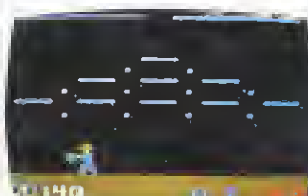
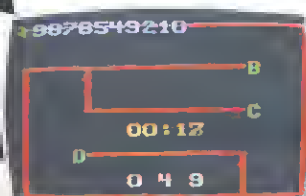


PHILIPS



PHILIPS G7000 HOME VIDEO COMPUTER GAME...



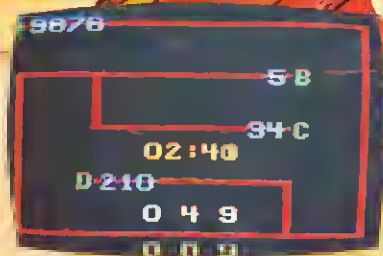
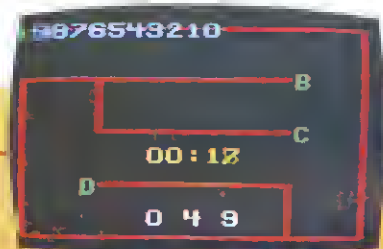
5 NEW VIDEOPACS TO EXTEND YOUR LIBRARY

VIDEOPAC 17

Chinese Logic.

So you think you have a logical approach to puzzles . . . Play this mind-bending game on any of its ten skill levels & find out how good you really are. All you do is move a set sequence of numbers from 'A' at the

top of the screen to a point 'D' at the end of a pattern of tracks, finishing in the same order. Numbers may be parked at two bays, 'B' & 'C', & may even have to be moved back to 'A' to enable the re-arrangement to be made. Try to match the number of moves set by the Computer for each skill level. It also records the score & time taken for each game.

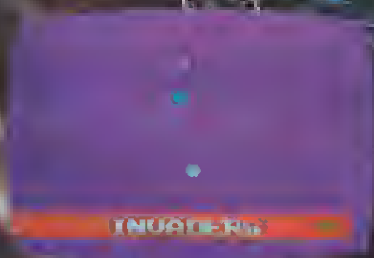


VIDEOPAC 18

Laser War.

A space battle of the future, fought out by two desperate Earth pilots in a whirling asteroid field. Shoot the enemy saucers down with your lasers — out manoeuvre theirs — watch out for collisions with the colour changing

asteroids, & beware of stray shots from the other Earth ship. Every time you are hit, by laser or asteroid, time is lost replacing the ship, whilst the other Earth ship can continue blasting at the alien saucers. The first Earth ship to score 10 hits is the winner — but don't lose concentration, you're called back into action immediately for a further spell of duty.



VIDEOPAC 19

Catch the Ball, Noughts & Crosses.

1 or 2 players can play 'Catch the Ball' with a choice of two sets of rules. The Clown at the bottom of the screen is manipulated by a hand controller & has to catch in his hat a ball that falls through a maze above his head. Each ball is played by alternate Clowns & the winner is the player with most catches in the time allotted by the Computer. The second set of rules allow a Clown to carry on playing after each catch. Only when he fails

to make a catch does his opponent take over.

The classic game of 'Noughts & Crosses' played with an electronic difference. The game cannot be drawn — there's always a winner. If a game reaches the drawn stage with all squares filled, the next player may remove any one of his own symbols & replace it in another square. Thus the game continues until an outright winner is found.

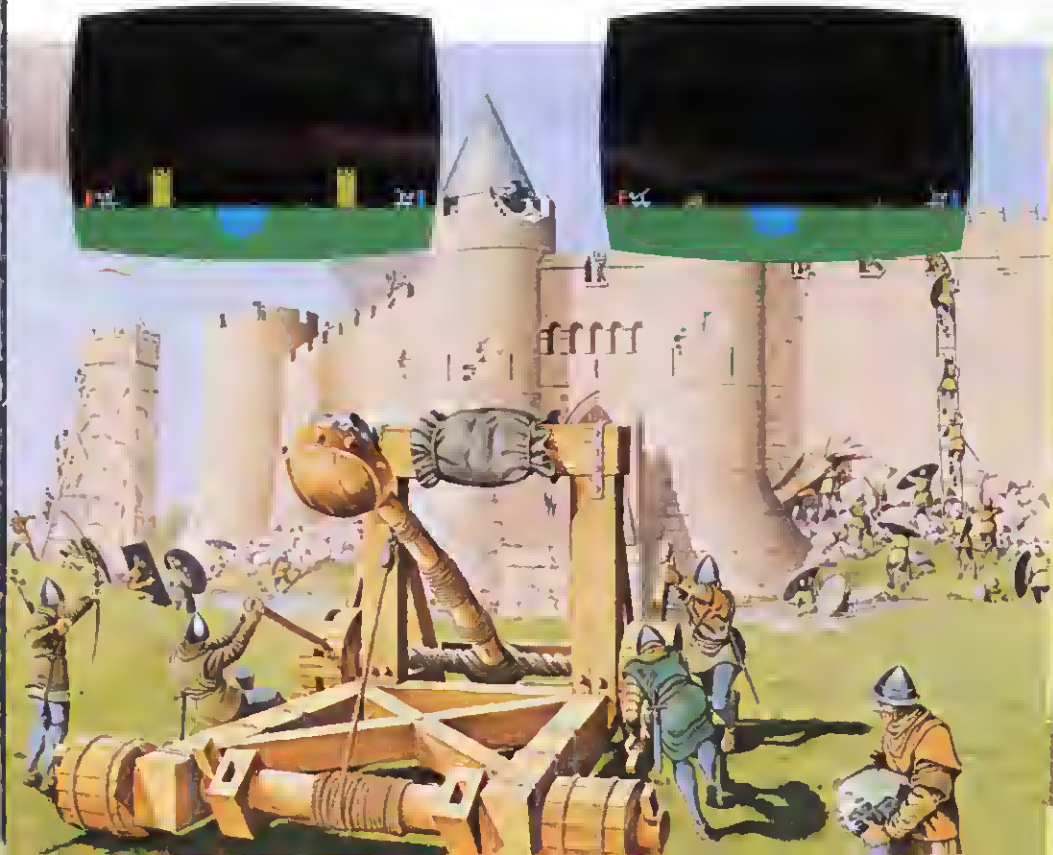


VIDEOPAC 20

Sling Shot.

Destroy your enemy's castle by hurling rocks from your sling and at the end, his soldier will surrender with a white flag! The castles, with their Stone Slings & soldiers are positioned either side of a lake. The battle can be fought with a choice of three different speeds. Each shot that hits your opponents castle will knock sections from the

walls. Each shot that hits his sling, takes it out of action for repairs & each shot that hits the soldier sends him off the battlefield for medical treatment. Of course, while the soldier is away his sling is out of action, leaving the battlefield wide open to your assault. Don't get too confident though — it's possible to damage your own castle if your aim is too hasty.



VIDEOPAC 21

Secret of the Pharaohs.

Two pyramids need to be constructed by their builders using blocks from a pile. Each builder picks up his blocks & positions them on the plan of his pyramid. Sometimes they are too heavy & he drops them — slowing his building rate in the process. He works row by row & a figure appears against each row as it is completed to indicate the numbers of blocks positioned correctly

on the plan. Each block can be laid in two different positions. All the blocks need to be in their rightful place before the builder is allowed to commence the next row. The winner is the builder who solves the mystery first & completes his pyramid. He grows in stature, blows his trumpet triumphantly — the loser, totally exhausted by his wasted effort, collapses at his feet.



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